Second Edition
Pathfinder®
A Fistful of Flowers
A Pathfinder Adventure for 3rd-Level Characters
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PATHFINDER

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A FISTFUL OF FLOWERS

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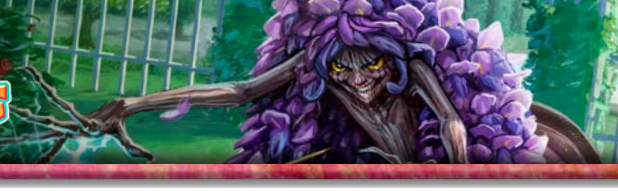
A Fistful of Flowers is a Pathfinder Adventure designed for four 3rd-level characters and uses the rules from the *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathifnder Advanced Player's Guide*, and *Pathfinder Lost Omens Ancestry Guide* This adventure is designed for play in the Pathfinder campaign setting but can easily be adapted for use with any world. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at **paizo.com/prd**.

Adventure Background

The Verduran Forest is the largest woodland in Avistan. Despite the fact that it sprawls across some of the oldest and most powerful nations in the Inner Sea region, the druids, fey, and other residents of the wilderness have always resisted incursions from nearby civilizations. In nations like Andoran, this resistance has often led to violence, as Wildwood druids, protective fey, and local centaurs clash with exploitive logging companies. Yet not all relationships proved so antagonistic; in Taldor, the empire still holds to the Wildwood Treaty it signed in 3841 AR, which grants the forest legal protections and limits the amount of resources locals could take in any given year.

Of course, not every citizen respects the laws of their nations, and selfish or desperate individuals often attempt to skirt Taldor's regulations. The latest of these infractions occurred when a Taldan noblewoman named Lady Constance Meliosa encountered a peculiar creature on one of her luxury camping expeditions—a tiny plant animated by a nature spirit, known as a leshy. Constance immediately fell in love with the creature and captured them, taking them to her manor to display to all her noble friends. Since the poor leshy couldn't speak, the nobles interpreted their frantic attempts to escape as nothing more than adorable antics. To Lady Constance and her fellow aristocrats, the leshy was little more than a pet to be brought out on display.

It wouldn't be long before Constance decided that a single leshy wasn't enough—she needed more leshys to decorate her abode. Though she learned how to make her own leshys, the ones from Verduran Forest proved more popular with the local ladies, and so Constance made arrangements with a shady business contact. A week later, a crate of abducted, smuggled leshys arrived at the manor, and Constance set about arranging the imprisoned plants, unaware and uncaring that the forest had its own protectors.



Chapter 1: The Great Grain Robbery

Read or paraphrase the following to get started.

Here and there in the wilds of the Verduran Forest, a seemingly normal plant suddenly reveals themself as a leshy, a curious little human-shaped plant crafted by a druid as a companion or minion. Sometimes, leshys outlive their druid creators, while many others are set free to live their own lives. Most of those who live in the Verduran Forest today have stories along these lines, yet recently the forest's clusters of leshys have seemed thinner and fewer. You are but four of these stories.

It's hardly unusual for the leshys of Verduran to come and go as they please, but this morning it has become impossible to ignore the fact that your numbers have dwindled significantly. Many of those who remain grow fearful, and as the larger and more powerful leshys in the area, it's your duty to protect the smaller spirits. It's time to admit something is wrong. It's time to investigate.

In *A Fistful of Flowers*, your players take on the role of four leshys who seek out the cause of these problems. When you begin, each player should choose one of the four leshy characters presented on pages 12–15 of this adventure, or alternatively, create 3rd-level leshy characters of their own design. Full rules for leshy PCs appear on pages 52–55 of *Pathfinder Lost Omens Character Guide*.

As the players get to know each other's characters, you can give them some time for a bit of light roleplaying before they begin their adventure, if you wish. The PCs are the closest thing the local leshys have to an authority—they and their missing companions are very delicate creatures, unable to even speak, and so can offer little assistance. Fortunately for the PCs, they have a lead! The latest vanished locals are a pair of lavender leshys who often played down by a nearby river crossing. So far, no one's been to the river to look for clues—this task falls to the PCs!

THE RIVER CROSSING

The river's rapid flow makes it difficult for lightweight creatures like leshys to cross. Normally, swimming isn't required, however. In her youth, Popcorn found herself at a loss at this very spot when the sprites she enjoyed playing with flew across the water with ease and taunted her from the far side. Though there was little she could do that day other than fume in rage, Popcorn returned the next morning and used vines and fallen branches to build a leshy-sized rope bridge strung between a pair of trees on opposite banks. In the years since, many local leshys have learned of the rope bridge and come to appreciate its convenience, and particularly enjoyed using the bridge as a sort of swing to sit on and sway back and forth over the river. When the PCs arrive, Popcorn's carefully crafted handiwork lies in ruins. All that remains of the rope bridge are fragments of vines hanging from the trees on both banks.

While this fact isn't yet clear to the PCs, the lavender leshys who went missing were indeed playing on the rope bridge here when an alchemist named Darius, an associate of Lady Constance Meliosa, came into the woods hunting for leshys. Darius found the two lavender leshys playing on the bridge, then crept up and cut the vines, dropping the leshys into the river. They clung to the vines for dear life, making it easy for Darius to simply pull the vine in and bag the two drenched creatures before wading across the river back to his home.

Clues: A PC who succeeds at a DC 16 Crafting or Nature check or a DC 18 Perception check while Searching the vines for clues determines conclusively that the vines didn't snap on their own; they were cut deliberately with a sharp knife.

A PC who examines the nearby riverbank and succeeds at a DC 16 Perception check to Seek notices a scattering of tiny purple flowers amid the gravel on the bank. A successful DC 10 Nature check to Recall Knowledge correctly identifies them as lavender flowers, while a critical success confirms these petals came from the missing leshys.

The far bank is muddy, and a character who examines that side and succeeds at a DC 18 Perception check to Seek notices footprints of a Medium-sized, bipedal creature who wears shoes in the mud, appearing to emerge from the river and then lead up the opposite embankment. If no PC notices the tracks, they do so automatically just before leaving the area, but doing so causes them to become delayed (see the Becoming Delayed sidebar on page 5).

Crossing the River: To follow the tracks, the PCs must cross the river. Swimming across is possible but difficult due to the current—a PC who succeeds at a DC 20 Athletics check to Swim can make it across, but on a failure, they wash ashore back on their side of the river (on a critical failure, they take 1d6 bludgeoning damage from being swept against submerged rocks).

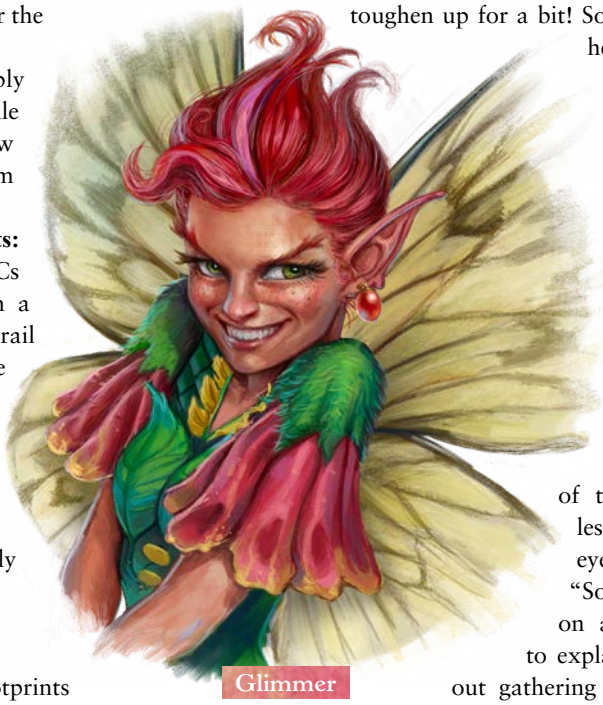
If Bottlespeaker uses his *scroll of enlarge* to become Large, he can wade back and forth across the river, carrying one fellow PC at a time, automatically.

The PCs can also Repair the rope bridge with a DC 18 Crafting check, as long as they can reach overhanging vines and branches on the opposite bank to start the repair work. Popcorn, using her grasping reach ability, or a leshy who has become Large from an *enlarge* spell can do this. At your discretion, creative ways to reach the hanging vines on the opposite bank can also suffice.

No repair kit is needed to Repair the bridge, as all of the materials needed are present. The PCs become delayed each time they attempt to repair the bridge but fail to do so.

Finally, the PCs can simply travel downstream for a while to cross the river at a shallow spot, but doing so causes them to become delayed.

Tracking the Footprints: After crossing the river, the PCs can Track the footprints with a DC 18 Survival check; this trail includes both footprints and the occasional lavender flower. The PCs become delayed if none succeed at this check, but they catch up (see the Becoming Delayed sidebar on page 5) if anyone critically succeeds at this Survival check.



Glimmer

DARIUS'S CAMPSITE

After following the trail of footprints from the riverbank for an hour, the PCs come to a small clearing in the forest, in which sits a recently used but currently unoccupied campsite. Darius uses this camp as a base of operations when he visits the forest to abduct leshys.

Clues: A search of the campsite reveals half-burned candles that smell of jasmine and the mostly-eaten remnants of a meal of trail rations. If the PCs succeed at a DC 16 Perception check, they also discover a scattering of shiny shells, smooth stones, and mostly burnt feathers among the campfire's now cold coals. As leshys, the PCs automatically recognize these as "lucky charms" often carried by the smaller leshys in the region. (Darius paused here to examine his catch; when he discovered the lucky charms among the possessions of the leshys he abducted, he tossed them into the fire to bully the poor creatures into silence before eating his lunch and then moving on.)

Creature: As the PCs reach the campsite, they're observed by a local pixie named Glimmer. Roll Glimmer's Stealth +11 as the PCs begin to search for Clues. If she remains undetected by rolling above all four of the PCs Perception DCs (DC 21 if the party consists of the four leshys presented in this adventure), she watches quietly as the PCs examine the camp. Once it looks like they're about to leave, she giggles and tosses a satchel filled with teardrop-shaped blue seeds at Popcorn, hitting the leshy in the head. This does no damage but certainly attracts the PCs' attention. Glimmer then calls out a cheerful greeting, "Poooppcoorn! The seeds in that bag are just your type! Cook 'em up and munch 'em and you'll toughen up for a bit! Sorry about hitting you in the head, but it's such a tempting target!" before she flutters down to talk.

If the PCs notice her, Glimmer waves at the group, then tosses the seed bag down to Popcorn's feet before fluttering down to speak to them.

Glimmer continues to playfully banter with the PCs, her speech growing faster and flittering between topics until one of them mentions the missing leshys. At this point, Glimmer's eyes widen, and she exclaims, "So *that's* what that fella was on about!" The pixie goes on to explain to the PCs that she was out gathering neat new seeds (indicating the bag she gave Popcorn) when she came upon this campsite while it was still occupied.

She describes the camp's occupant as a human man with shiny teeth, messy red hair, a green and yellow outfit, and muddy boots. When she arrived, he'd just finished yelling at a squirming burlap sack to "Be quiet or I'll throw more than your toys in the fire!" The sack went still after that, and the man enjoyed his lunch in peace. Glimmer watched for a bit but didn't confront the man; she then grew bored when he took too long, so she settled in on her tree branch for a nap. She only woke when she heard the PCs arrive and isn't sure when the man below left the campsite—"Couldn't have been too long though, since my naps don't last that long!"

Asked why she didn't investigate further, she snorts: "I didn't want to end up in that sack along with whatever else he had in there—oh! You don't think it's your leshy friends do you?"

Glimmer has little else to say other than to wish the PCs good luck in their search for the missing leshys and to remind Popcorn that the seeds in the bag taste "real good when you cook them up!" The pixie won't accompany the PCs on their quest, but at your option, if the PCs get in over their head later on, Glimmer can pop in to rescue them.

GLIMMER CREATURE 4

Female pixie (*Pathfinder Bestiary* 309)

Initiative Perception +12

Treasure: The sack Glimmer tosses to Popcorn contains four large blue seeds that taste quite bitter if eaten raw. If they're properly cooked up, they pop loudly into a fluffy pale blue treat, at which point each seed functions as a *barkskin potion*. The campfire itself is a perfect place to prepare these seeds for later eating—while no check is required to prepare them properly, a DC 18 Crafting check allows them to be prepared quickly and efficiently; a failure on this check causes the PCs to become delayed.

FOREST'S EDGE TRIVIAL 3

After another hour of following Darius's trail, the PCs come to the southern edge of the Verduran Forest. Here, the trees give way to fields of crops and wildflowers, and a small village—Petalbrook—can be seen just a bit further on. Darius's trail leads in this direction, only to fade away once the tracks lead onto the road leading into the village.

Hazard: From among the thinning trees, a curious and brave pack of deer decides to investigate the strangely mobile bundles of delicious petals, leaves, gourds, and mushrooms that have stumbled across their path. It's only a moment later before the deer approach the PCs and start to nibble on them.

GRAZING DEER HAZARD 3

UNCOMMON COMPLEX ENVIRONMENTAL

Stealth +20 (expert)

Description A herd of deer exits the woods to investigate the delicious-looking leshys.

Disable DC 17 Diplomacy (with wild empathy) to befriend the deer and convince them that leshys aren't for nibbling, or DC 20 Intimidation to scare the dear away

AC 19; **Fort** +12, **Ref** +14, **Will** +6

HP 44 (if the grazing deer take this much damage, they aren't killed, but they do flee into the woods and don't return)

Approach and Taste [reaction] **Trigger** The PCs emerge from the forest's edge; **Effect** A deer approaches the party and attempts a nibble Strike against a randomly determined PC. The grazing deer rolls initiative.

Melee nibble +12; **Damage** 2d4+5 bludgeoning

Routine (2 actions) The grazing deer takes one action to move about, and then one action to eagerly nibble at a randomly chosen PC. A character who spends three actions on their turn to Stride can avoid being nibbled by the grazing deer during the hazard's next turn. If all of the PCs do so, attempt a DC 5 flat check–on a success, the party escapes the deer and can proceed onward to Petalbrook, but they become delayed as a result of having to flee the pack of ravenous deer.

Reward: For tracking Darius to Petalbrook, grant the PCs 80 XP.

BECOMING DELAYED

The alchemist Darius has a head start on the PCs, but if they act fast, they can eventually catch up to him in the village of Petalbrook. Along the way, failed checks to follow the clues can result in the group becoming delayed.

Delayed always has a value. Increase all of the DCs for skill checks found in "Clues" portions of encounters by an amount equal to the party's delayed value. In addition, foes encountered in Chapter 1 gain a circumstance bonus to their initiative checks equal to this value, as they've had a bit more time to prepare.

Each time a failed skill check indicates the PCs become delayed, increase the value of their delayed condition by 1, to a maximum of delayed 4.

Every time the PCs stop to rest for the night, they become delayed.

There are opportunities for the PCs to catch up as well, typically by achieving critical successes on key skill checks. Each time the PCs catch up, reduce their delayed condition value by 1.

PETALBROOK

The village of Petalbrook is friendly enough to visitors, and safe enough for its citizens to ensure the classic feel of small town comfort. This close to the Verduran Forest, and with several productive fields nearby, the villagers have no trouble securing food. The wildflower fields also make Petalbrook an ideal place for beekeeping. The village produces a considerable surplus of honey, which it trades with other villages in exchange for crafted goods.

The citizens of Petalbrook are no strangers to leshys, and while they might react to the PCs' arrival in town with curiosity or vague amusement, they won't overreact to the arrival of a group of leshys in the same way they might at the arrival of a group of dangerous looking criminals or forest monsters. Older citizens treat visiting leshys with careful respect, correctly surmising that the PCs are spirits from the woods and believing that nothing good can come from angering the forest's guardians. Village children react with a mixture of astounded curiosity and fear—very few of them have seen a leshy before, and they aren't quite sure what to make of the PCs.

As the leshy PCs draw more and more attention, how they comport themselves will determine how long it'll take for them to learn about the missing leshys from the villagers. Each PC must attempt a DC 18 check, using Deception (to trick the villagers into cooperating), Diplomacy (to diffuse the tension and befriend the

villagers), Intimidation (to cow the villagers into compliance), Performance (to entertain the villagers and set them at ease), or Society (to know how to behave properly in a small town). Regardless of the results of these, the PCs can speak with the villagers to uncover more clues, but if more PCs fail their chosen checks than succeed, the group becomes delayed. If all of the PCs succeed at their checks, they catch up. And if at least one PC is critically successful, they'll earn a gift (see Treasure, below).

Clues: If the PCs ask the villagers about the missing leshys, the locals shrug and point out that the PCs are the first leshys they've seen in town in over a year.

If, on the other hand, the PCs ask about a man fitting the description given to them by Glimmer, the villagers immediately know who they're talking about—"That sounds like ol' Darius Wick for sure!" The villagers describe him as a bit of a strange fellow who isn't much one for chatting and who tends to stay in his store on the south side of town. Some of the locals do muse about having seen him making regular trips to and from the forest to the north, but for the most part, they note that the Darius normally only interacts with other townsfolk when he's making a supply run for food or a new shipment of bee's wax for his shop. One bitter-sounding man observes "He seems more interested in hosting parties for his fancy friends from the city than he does being a part of Petalbrook—not sure why he sticks around!"

Anyone in town can direct the PCs to Darius's shop, "Crystals and Candlewax," near the village's southern edge.

Treasure: If at least one PC critically succeeded at a check to interact with the villagers, the villagers give each PC a little jar of high-quality honey—these jars of exquisite honey each function as a lesser elixir of life.

CRYSTALS AND CANDLEWAX

Read or paraphrase the following when the PCs enter Crystals and Candlewax.

As the shop's door swings open, a crystalline wind chime rings pleasantly. Far less pleasant is the shop's overpowering aroma of jasmine flowers, which rises like a curtain across the threshold. Crystals of all shapes and sizes are displayed in fine glass cabinets and hung from the ceiling, while colorful candles adorn shelves that line the walls and floor.

When the PCs arrive, the person managing the storefront, **Galan** (N male human shopkeeper 1), is startled by their appearances. After openly staring at them, he composes himself and clears his throat, "I'm terribly sorry, it's just I've never seen a walking talking plant before. Are you... customers? Can I help you?"

Galan is happy to show the PCs around and talk up the shop's wares. If the PCs ask about the odor of jasmine or the candles, he claims that jasmine candles are mystically connected with youth, beauty, and vitality, and that his boss Darius believes that they're about to become very popular among noble ladies. If the PCs succeed at a DC 18 Perception check to Sense Motive on Galan, they discern that he has indeed never seen a leshy before. They also notice that despite his promotion of jasmine candles, he seems to be sick of the smell.

If the PCs ask to see Darius, Galan apologizes and informs them that his boss is currently hard at work in the basement on a new batch of jasmine candles, and he is not to be disturbed under any circumstances. After all, it's hot and delicate work.

The PCs can use a variety of strategies to reach the basement, using a wide range of DC 18 skill checks to do so. For example, a PC might create a diversion by feigning interest in wares or engaging Galan in a deep conversation with a Deception check while another PC uses Stealth to sneak over to the door followed by Thievery to Pick the Lock leading to the basement. Alternatively, the PCs could use skill checks, such as Diplomacy to convince him that they should be allowed to investigate Darius for potential involvement in the disappearance of some of their companions, or Intimidation to simply bully their way past him. Whatever solution the PCs use, three successful skill checks are enough to bypass the shopkeeper and gain access to the basement.

If all else fails, the PCs can force their way into the basement by breaking the door (Hardness 10, HP 40, BT 20). This direct approach frightens off Galan, who runs into the street in search of guards. Finding guards in the sleepy village takes some time, however, and as long as they don't dawdle, the PCs should have plenty of time to conduct their basement business.

Finally, the PCs can opt to wait until night to move in and explore the shop after Galan heads home for the night (it's only a DC 16 Thievery check to Pick the Lock on the front door). Darius remains downstairs all night in any event, but in this case, increase their delayed condition to 4 (the maximum).

A1. CRYSTAL ROOM — TRIVIAL 3

A wooden table covered with crystals of various size, including three particularly large ones measuring nearly four feet in diameter, sits against the southern wall of this storeroom. Stairs lead up to the north, while a wooden door is tucked into the wall to the southwest.

Darius uses this storage area to keep the crystals he thinks are most likely to interest members of the

various secret societies he hopes to some day join. He also tries exposing these crystals to various alchemical substances to create colors or patterns that could make them more valuable.

Hazard: In his experiments on the crystals, Darius very recently stumbled across a method that allows the larger crystals to store sound and discharge it when triggered by additional noises. He's attuned the crystals so that neither he nor his homunculi trigger them but hasn't been able to replicate the effect yet, so in the meantime, he has kept the crystals here as a bit of added security.

BAD VIBRATIONS HAZARD 3

RARE COMPLEX MAGICAL TRAP

Stealth DC 20 (expert)

Description The three larger crystals on the table begin to vibrate and emit a swiftly growing peal of sound.

Disable DC 17 Thievery (trained) or Occultism (trained) to disrupt the magic enchanting one of the crystals, or DC 20 Performance (trained) by a character who can cast counter performance to use sound to redirect the noise back into the crystal, or *dispel magic* (2nd level, DC 18) to counteract a crystal.

AC 19; **Fort** +12, **Ref** +6

Hardness 10; **HP** 16 each (BT 8); **Immunities** critical hits, object immunities, precision damage; **Weaknesses** sonic 5

Shrill Chime ↷ **Trigger** A creature other than Darius or one of his homunculi approaches within 5 feet of the table or attempts to Interact with the crystals in any way other than to attempt to disable the hazard. **Effect** The three large crystals on the table begin vibrating and humming. The hazard rolls initiative.

Routine (3 actions) The hazard loses 1 action for each crystal that's disabled or destroyed. On each of the trap's actions, one of the crystals fires a blast of sound at a single Small or larger creature in the room. The target is randomly determined and takes 1d8 sonic damage (DC 20 basic Fortitude save); a target who critically fails this save is deafened for 1 minute. At the end of the hazard's routine, attempt a DC 10 flat check. On a success, one of the crystals shatters and is destroyed.

Treasure: The smaller crystals scattered along the tabletop are worth 50 gp in all.

A2. WAX LABORATORY MODERATE 3

The concentrated smell of flowers in this spacious laboratory is somehow even stronger than it was upstairs. Long wooden tables along the south wall are covered with candles. A large, unlit stone fireplace takes up the room's rounded southwest corner. The north wall features two rounded tables, one holding a cauldron of stew and the other riddled with burn marks and covered in wax. Similar scorch marks and splatters appear on the floor at the center of the room, beneath a massive cauldron of gently bubbling wax. Next to the bubbling cauldron, a towering set of sturdy wooden shelves are laden with a hodgepodge of tools for candle making and alchemy. Three doors lead out of this room, two along the east wall and a third in the northwest corner.

The ceiling of this stone room is 15 feet high. Its central feature, the bubbling cauldron, is filled with jasmine-scented wax. The homunculi in this room can use this cauldron to heal themselves unless a character Shoves it over (DC 15 Athletics). Toppling the cauldron creates difficult terrain in the cauldron's square and all adjacent squares but stops the homunculi from using this strategy.

Next to the wax cauldron, the sturdy shelves are strong enough to bear the PCs' weight; they can Climb up onto the top shelf with a DC 15 Athletics check. Darius can't reach a character on the top shelf with melee Strikes, but the shelf can be toppled over with a successful Shove (DC 18 Athletics). A character atop the shelf when it's toppled must attempt a DC 15 Reflex save, landing prone and taking 1d6 points of bludgeoning damage on a failed save.

The stewpot on the table is half-filled with a bland, tepid, undercooked vegetable stew seasoned with an excessive amount of salt. Darius's long exposure to overpowering candle fumes has deadened his sense of smell.

Creatures: Darius Wick allows no one but his homunculi to enter his laboratory and immediately reacts to intruders with violence. It's likely that he heard the PCs approaching down the stairs (especially if the trap in area **A1** went off), in which case he drinks his moderate bestial mutagen just before they entered the room. If the PCs both avoided setting off the trap and Sneaked up to his door, he's caught by surprise and must instead spend his first action drinking the mutagen. He was in the process of pouring small candles from his handheld wax pourer before the PCs arrived.

In combat, he exploits a flaw in the pourer to convert it into an improvised hot wax sprayer. His loyal pair of homunculus lab assistants flap to his aid when combat starts. The homunculi fight until destroyed, while Darius attempts to flee up the stairs if reduced to 10 Hit Points or fewer.

If the PCs manage to capture Darius alive and question him, the alchemist agrees to speak if the PCs promise to spare his life and leave his shop as soon as he answers their questions, but any amount of additional threat causes him to cave in and speak automatically. He admits to abducting a number of leshys from the Verduran Forest on behalf of a

noblewoman named Lady Constance Meliosa of the nearby town of Rosentry, but he claims that he did so only under duress and bitterly observes that "she didn't even invite me to the party she's throwing tomorrow to show off her new leshys!"

A PC who doubts his claim and succeeds at a DC 18 Perception check to Sense Motive notices that while his confession of stealing the leshys for Lady Constance is accurate, his claim that his actions were forced was not. In truth, Darius was motivated by profit. He believed Lady Constance's assurance that the plant creatures he would be capturing were less intelligent than the average animal, and when their behavior during capture started to suggest otherwise, he pushed such thoughts aside and put his trust in the beliefs that would line his pockets.

Darius hopes that by currying favor with Lady Constance he can eventually "buy" his way in to her inner circle. His alchemical skills are largely self-taught and focused more on mutagens, the creation of homunculi, and potential alchemical properties of wax—as such, he lacks any real ability with bombs or elixirs or other typical alchemical pursuits.

Darius

DARIUS CREATURE 3

UNIQUE | N | MEDIUM | HUMAN | HUMANOID

Male human alchemist

Perception +7

Languages Common

Skills Athletics +10, Crafting +10, Deception +8, Occultism +8, Society +10

Str +3, **Dex** +1, **Con** +2, **Int** +3, **Wis** +0, **Cha** +1

Items key to basement, singed leather apron and clothing, moderate bestial mutagens (2), improvised wax sprayer, wax stirring stick

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AC 18; **Fort** +11, **Reflex** +8, **Will** +5

HP 45

Metabolize Mutagen ❖ (concentrate, manipulate) Darius metabolizes the power of an active mutagen to regain 2d6 Hit Points. If he does so (or if he's confronted by a stealthy party before he's had a chance to drink a mutagen), he loses his jaws and claw unarmed attacks, his bonus on Athletics checks decreases by 2, his AC increases by 1, and his Reflex save bonus increases by 2.

Melee jaws ❖ +12 (agile, unarmed), **Damage** 1d8+5 piercing

Melee claw ❖ +12 (unarmed), **Damage** 1d10+5 slashing

Melee wax stirring stick ❖ +10 (agile, nonlethal, unarmed); **Damage** 1d6+5 bludgeoning

Crystalline Mutation When Darius drinks any mutagen, his teeth and fingernails grow sharp crystalline edges.

Spray Hot Wax ❖❖ Darius sprays hot wax from his improvised wax sprayer in a 15-foot cone. All creatures in the area must attempt a DC 20 Reflex save. Scented candle homunculi in the area take no damage, instead healing 2d6 damage. After using the hot wax cannon, Darius can't use it again until he takes two Interact actions while adjacent to the cauldron of bubbling wax to reload the sprayer.

Critical Success The creature takes no damage.

Success The creature takes 2d6 fire damage.

Failure The creature takes 3d6 fire damage plus 1d6 persistent fire damage.

Critical Failure The creature takes 5d6 fire damage plus 2d6 persistent fire damage.

SCENTED CANDLE HOMUNCULUS (2) CREATURE 1

RARE NE TINY CONSTRUCT

Variant homunculus (*Pathfinder Bestiary* 208)

Perception +3; darkvision

Languages Common (can't speak any language); master link

Skills Acrobatics +5, Stealth +5

Str –1, **Dex** +3, **Con** +0, **Int** +01, **Wis** +1, **Cha** –2

Master Link (arcane, divination, mental) As homunculus.

AC 17; **Fort** +2, **Ref** +7, **Will** +3

HP 17; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Perfume Aura (aura, olfactory, poison) 5 feet. The scented candle homunculus's fragrance of lavender is overwhelmingly intense. Any creature other than the homunculus's master who enters the aura must attempt a DC 15 Fortitude save.

Critical Success The creature is temporarily immune to the homunculus's aura for 24 hours.

Success The creature is unaffected.

Failure The creature is sickened 1.

Critical Failure The creature is stupefied 1 for 1 round and sickened 1.

Speed 15 feet, fly 40 feet

Melee ❖ jaws +7 (finesse, magical), **Damage** 1d4 piercing plus 1d4 persistent fire

Ranged ❖ wax glob +8 (magical, range increment 20 feet), **Damage** 1d4 persistent fire

Dunk in Wax ❖❖ (move) A scented candle homunculus who is adjacent to the large wax cauldron can dunk itself in wax, healing 2d6 damage.

A3. DARIUS'S BEDROOM

The fine furnishings and imported Qadiran carpet in this bedroom are marred by soot and wax stains.

If the PCs Search the desk, they find Darius's shipping manifests and accounts. Among the meticulous descriptions of crystals, candles, and alchemical concoctions, one entry stands out: a recent order for "house plants—lavender" made by Lady Constance Meliosa, successfully delivered very recently by hand to her manor in the nearby town of Rosentry. These same notes make clear that this order is to be a centerpiece for an upcoming gala hosted in her estate's garden the very next day after the PCs read this note!

A4. CLUTTERED STOREROOM

This cluttered room is packed with alchemical tools in various states of repair, prototype candles, and fragments of crystals.

Treasure: If the PCs Search the room and succeed at a DC 15 Crafting check or a DC 20 Perception check, they can sort through the clutter to find a few valuable items that Darius had brewed for later sale: two moderate cognitive mutagens and two moderate quicksilver mutagens.

Chapter 2: Dig Four Plots

Whether the PCs learn the address from Darius himself or find it in his ledgers, the next step for them is the trip to the nearby town of Rosentry. The trip itself is uneventful, and the PCs should be able to safely rest and recover to full strength before arriving. The town of Rosentry is little more than a glorified vacation town—pandering to the many nobles who keep seasonal homes away from home in the area is the settlement's primary industry. The numerous estates that make up the town's forest-facing borders all have large rolling lawns separating one another but are still close enough that an easy trip on horseback or by carriage can allow neighbors to visit. The Meliosa estate is a relatively average example of Rosentry's estates, and there's very little to bother the leshys as they make their way toward the indicated address, a fact the GM should make abundantly clear. Every insect has been poisoned with a vengeance; every mole and vole that might ruin the perfect lawns has been massacred. Few of the plants in the area are native species, and the only sign of natural life comes from the few stray songbirds who visit the local birdbaths or the distant sight of a horse in tack porting a cart of supplies for one of the local residences.

As the PCs draw near to the Meliosa Estate, though, the sounds of her gala in the expansive garden in her manor's back yard become impossible to ignore.

PARTY CRASHERS SEVERE 3

Lady Constance Meliosa (NE female human sorcerer 5) is a sorcerer with a primal bloodline. During her leshy research, she discovered a ritual to create the creatures. While she knew that leshys were sapient, Constance found the idea inconvenient and dismissed the notion. In her opinion, "her" leshys (be they ones she created or those she had abducted and brought to her) have little more intelligence than insects or a very slow-witted dog but are oh-so-much-more appealing in appearance. While she technically serves as the villain of this adventure, she isn't willing to involve herself in combat or risk herself at all. Instead, the main threats of this climactic encounter are four particularly surly leshys she created and which currently serve as garden guardians.

Lady Constance Meliosa's garden and manor is surrounded by a 5-foot-tall cast iron fence, surrounded by a thick privet hedge. The PCs can hear the chattering

of humans enjoying a tea party on the other side, but without a means to see over the hedge, they have no line of sight into the garden. The iron gate to the garden is locked, and knocking or calling out simply results in Constance peering over the fence, making a disgusted face, and telling the offending party to leave her property immediately.

A PC who succeeds at a DC 16 Athletics check or DC 19 Acrobatics check can Climb over or Squeeze through the hedge and fence (a PC with an ability that allows them to avoid difficult terrain from foliage gains a +2 circumstance bonus on their check); the PCs can try this check as many times as they like, but a critical failure alerts the garden guests to the PCs' presence. They can also attempt to Pick the Lock on the garden gate with a DC 20 Thievery check, but unless they use stealth to Hide as well, they'll be noticed and alert the partygoers.

The PCs might also attempt to cause a commotion or even a dangerous event, such as a fire, outside of the gates; so long as Lady Constance is unaware of the PCs' presence, she quickly opens the gate to deal with the problem via magic, but if she knows the PCs are outside the fence, she does her best to handle the issue without opening the gate.

Lady Constance

The glass tables are 4 feet tall, and the wood chairs are 2 feet tall. The tables have a Hardness of 1 and 4 Hit Points, and create difficult terrain in their squares if broken. The patches of wildflowers along the east and west sides of the garden are all 2 feet tall or higher, creating difficult terrain but also offering cover to Hide in. Most of these flowers look foreign to the PCs, as they've been imported from other countries with little regard to whether they're invasive to the local environment.

Creatures: The garden is currently playing host to Lady Constance, five luxuriously dressed ladies, and two fabulously dressed gentlemen. The guests are enjoying a tea party with two tiny kidnapped leshys serving as centerpieces for the tables, each pair trapped within decorative glass bell jar displays and unable escape on their own.

So long as the PCs haven't alerted the guests to their presence and are able to avoid being spotted by Lady Meliosa's leshys, the guests are too engrossed in their conversation to notice the PCs enter the garden. With the kidnapped leshys displayed openly on the tea tables, however, it's unlikely that the PCs can retrieve their friends and escape stealthily. If Constance notices the PCs, she extremely politely informs them that her garden is by invitation only and asks them to leave. Confronted about the kidnapped leshys, she calmly—if unconvincingly—tells the PCs that they're mistaken and that the leshys decorating the table were creations of Constance's own making and are merely "animated distractions." Constance is clearly aggravated that a group of uninvited plants have interrupted her gathering, especially to accuse her of wrongdoing. Her responses are as disgustingly saccharine and condescending as possible with barely concealed malice dripping behind every polite word.

The party guests seem to be having a great time, but a PC who succeeds at a DC 16 Perception check to Sense Motive recognizes that they seem quietly strained; these nobles were unlucky enough to fall afoul of Constance's disapproval earlier in the day and are trying desperately to get back into her good graces before suffering consequences. All of the guests lapse into stunned silence at any verbal altercation, hastily supporting Constance if prompted but otherwise not acting for or against the PCs or Lady Meliosa. A PC who succeeds at a DC 20 Diplomacy check can sway a specific guest to sympathize with the PCs and stolen leshys—sympathetic guests aren't willing to take any risks to help the PCs but are willing to subtly help if they think Lady Constance isn't looking, such as quietly slipping a kidnapped leshy off the table and to a nearby PC. Any critical failure on this check, however, results in Constance realizing what the PCs are trying to do, at which point she commands her own leshy guards to attack. Should violence break out, the guests immediately hide behind cover and don't interfere in the fight, beyond "ooo"ing at any particularly nasty blow. The guests immediately try to flee if they take damage.

Meliosa's four unique leshy guards hide throughout the garden, each standing among a thicket of similar plants: a mint leshy, a wisteria leshy, a honeysuckle leshy, and a golden bamboo leshy. They only reveal themselves if Lady Constance commands them to attack, if violence breaks out, or if they see the PCs when Lady Constance hasn't.

The garden leshys hold no solidarity with the PCs or the kidnapped leshys, as all of them are as foreign to the area as the rest of the garden plants and view the over-manicured town of Rosentry as a lush refuge in the middle of an unseemly wilderness.

Lady Constance is willing to play along with the PCs until it's clear they have no intention of leaving, at which point she claps her hands to command her leshys to attack. Constance isn't willing to risk harm by taking any action in combat beyond ducking for cover. Should a fight break out, she hides behind furniture, shrieking and verbally cursing the PCs. Any damage to her person makes her flee for safety. She only considers using her spells against the PCs as a last resort if they block her escape and continually attack her with lethal damage.

Though defeating the enemy leshys is the most straightforward means of resolving the conflict, the PCs can just as easily attempt to grab the kidnapped leshys and run—once the PCs are 100 feet away from the garden fence, Meliosa's leshys give up pursuit. If the PCs defeat all of the enemy leshys, the party guests come to realize that their host's actions were deplorable and are quick to take the PCs' side—the guests don't stand in their way as they exit the garden with their rescued kin.

MELIOSA'S LESHYS (4) CREATURE 2

UNIQUE | N | SMALL | LESHY | PLANT

Perception +8; low light vision

Languages Common, Druidic, Sylvan; *speak with plants* (same type as leshy)

Skills Athletics +6, Nature +6, Stealth +8

Str +2, **Dex** +4, **Con** +2, **Int** –1, **Wis** +2, **Cha** +0

AC 18; **Fort** +8, **Ref** +10, **Will** +6

HP 30

Verdant Burst (healing) When a leshy dies, a burst of primal energy explodes from its body, restoring 2d8 Hit Points to each plant creature in a 30-foot emanation. This area is filled with plants of the same type as the leshy, becoming difficult terrain. If the terrain isn't a viable environment for these plants, they wither after 24 hours.

Speed 25 feet

Melee ❖ fist +10 (agile, finesse), **Damage** 1d6+4 bludgeoning

Primal Innate Spells DC 16; **4th** *speak with plants*

Change Shape ❖ (concentrate, polymorph, primal, transmutation) The leshy transforms into a Small plant. This ability otherwise uses the effects of *tree shape*.

Variant Leshys Each of these four leshys has a unique set of abilities that add to or modify the statistics presented above.

Golden Bamboo Leshy

- **Bend Back** ❖ The golden bamboo leshy uses an action to bend itself back, ready to whip forward, increasing its reach with its fist to 10 feet. After the golden bamboo leshy Strikes with its fist, it's no longer Bent Back.
- **Coiled Opportunity** ↻ As Attack of Opportunity, but the golden bamboo leshy can use this reaction only if it's Bent Back.

Minkaian Honeysuckle Leshy

- **Resistances** physical 3
- **Agile Leshy** The honeysuckle leshy gains a +1 status bonus to Reflex and Fortitude saves and DCs against trip and forced movement.

Mint Leshy

- **Bigger Leshy** The mint leshy is Medium sized and inflicts 1d8+4 bludgeoning damage with their fist Strikes.
- **Engulf** ❖❖ DC 18, 1d6 bludgeoning plus 1d6 poison, Escape DC 18, Rupture 6

Wisteria Leshy

- **Tangled Fists** The wisteria leshy's fist Strike gains the Grab ability.
- **Constrict** ❖ 1d6+4 bludgeoning, DC 18

Concluding the Adventure

Word of Lady Constance's actions spread quickly through Rosentry, and the people of the town are quick to take the leshys' side, being genuinely aghast at the thought of someone kidnapping and imprisoning sapient creatures. The nobles promise to see Lady Constance suffer consequences for her actions, and several of the garden guests gleefully express how much they hated the noblewoman's gardening guidelines and how much they look forward to breaking them now that she's in disgrace.

Should the PCs have substantially injured any of the guests, they're treated as dangerous creatures that have come from Verduran forest in order to enact revenge—hardly a wrong assumption! In this case, wise PCs might flee town immediately lest they face the wrath of an angry mob.

With the kidnapped leshys returned to their home and Lady Constance foiled, the PCs can rest on their laurels for the time being, knowing that they've defended their friends and their forest. If you're playing this adventure as part of an ongoing campaign, the fey and leshys of the area gather several rewards for the PCs in thanks for their services—you should tailor these rewards for each character so they're given a permanent 4th-level magic item and two 3rd-level consumable items they can make use of.

In any event, the nobles of Rosentry are pacified for now, either out of friendship or out of fear, and peace is likely to follow for at least a little while. Humans are always quick to encroach on the wilds, however, and the leshys of Verduran must remain ever vigilant. As celebrated leshy heroes, the safety of the woods lies on the PCs' shoulders!

BOTTLESPEAKER

Bottlespeaker is a fierce advocate for embodied nature spirits of all sizes and strengths as well as a self-appointed protector of other leshys. After learning the fundamentals of leshy creation from his ritual mother, Bottlespeaker used them to grant a body to a spirit that would've been too weak to manifest without his aid. This spirit became his familiar, Twinsprout, whom he treats like a beloved daughter and often carries around inside his hollow head.

Twinsprout is cheerful and curious. She has a habit of poking around at anything unfamiliar, which sometimes gets her into trouble. When startled or frightened, she often hides inside Bottlespeaker's head.

BOTTLESPEAKER

UNIQUE | NG | SMALL | LESHY | PLANT

Male leshy druid 3 (*Pathfinder Lost Omens Character Guide* 53)
Heritage gourd leshy
Background herbalist
Perception +11; low-light vision
Languages Common, Druidic, Sylvan
Skills Acrobatics +6, Athletics +8, Diplomacy +5, Herbalism Lore +4, Leshy Lore +4, Medicine +9, Nature +9, Stealth +6, Survival +9
Str 16 (+3), **Dex** 12 (+1), **Con** 14 (+2), **Int** 8 (–1), **Wis** 18 (+4), **Cha** 10 (+0)
Items healer's tools, hide armor, holly and mistletoe, *minor healing potions* (2), *scroll of enlarge*, staff, *wondrous figurine (onyx dog)* named Midnight, wooden shield (2; Hardness 3, HP 12, BT 6)

AC 19 (+21 with shield raised); **Fort** +9, **Ref** +6, **Will** +11
HP 38
Shield Block ↷

Speed 30 feet
Melee staff +8 (two-hand d8), **Damage** 1d4+3 bludgeoning
Primal Prepared Spells DC 19, attack +9; **2nd** *acid arrow*, *entangle*; **1st** *fleet step*, *heal*, *shillelagh*; **Cantrips (2nd)** *acid splash*, *guidance*, *ray of frost*, *stabilize*, *tanglefoot*
Druid Order Spells 1 Focus Point, DC 19; **2nd** *goodberry* (*Core Rulebook* 399)
Other Abilities anathema, druidic order (leaf), wild empathy
Ancestry Feat Leshy Lore
Class Feat Enhanced Familiar, Leshy Familiar
General Feat Fleet, Shield Block
Skill Feats Experienced Tracker, Natural Medicine

TWINSPROUT

N | TINY | LESHY | MINION | PLANT

Familiar Abilities damage avoidance (Reflex), manual dexterity, plant form, speech
Perception +7, low-light vision
Languages Common
Skills Acrobatics +7, Stealth +7

AC 19; **Fort** +9, **Ref** +6, **Will** +11
HP 15

Speed 25 feet
Change Shape ❖ (concentrate, polymorph, primal, transmutation) Twinsprout transforms into a Tiny tree. This ability otherwise uses the effects of *tree shape*.

FLUFF FANG

Twisted together from weeds that plagued the quads of Kitharodian Academy, the leshy known as Fluff Fang was an unorthodox agent created by an equally unorthodox Lion Blade of Taldor. Dorian Hatchet was a gardener by day and a secret agent for Taldor's government on the side who used leshy agents like Fluff Fang as his hidden eyes and ears around the city, scouting promising talents for recruitment and picking up secrets from those who weren't careful enough about who might be listening.

Fluff Fang enjoys thrilling leshys and other residents of the forest with tales of their antics, reenacting epic battles, and telling somewhat embellished stories of what life in Oppara was like. Their audience mainly consists of the tiniest leshys of Verduran, who cluster around Fluff Fang like small children hoping for a bedtime story. Fluff Fang has gleefully accepted this minuscule mob as apprentices, arming them with sticks and sending them out on missions to shoo off stray sheep or whack carnivorous plant sprouts who have gotten too bold.

FLUFF FANG

UNIQUE | CG | SMALL | LESHY | PLANT

Nonbinary leshy bard 3 (*Lost Omens Character Guide* 53)

Heritage leaf leshy

Background servant (*Advanced Player's Guide* 49)

Perception +8; low-light vision

Languages Common, Halfling, Kelish, Sylvan

Skills Deception +9 (+10 when rolling initiative), Diplomacy +9, Espionage Lore +5, Labor Lore +5, Occultism +5, Performance +11, Society +5, Stealth +9, Thievery +7

Str 12 (+1), **Dex** 14 (+2), **Con** 12 (+1), **Int** 10 (+0), **Wis** 12 (+1), **Cha** 18 (+4)

Items adventurer's pack, *minor healing potions* (2), *owlbear claw talisman*, *+1 rapier*, replacement picks (thieves' tools), sapphire ring, studded leather armor, thieves' tools

AC 19; **Fort** +6, **Ref** +9, **Will** +8

HP 35; takes no damage from falling

Speed 25 feet

Melee ❖ rapier +7 (finesse, deadly d8); **Damage** 1d6+1 piercing

Occult Spontaneous Spells DC 19, attack +9; **2nd (2/day)** *invisibility*, *sound burst*; **1st (3/day)** *command*, *soothe*, *true strike*, *unseen servant*; **Cantrips (2nd)** *ghost sound*, *light*, *mage hand*, *message*, *telekinetic projectile*

Bard Composition Spells 1 Focus Point, DC 19; **2nd** *counter performance* (*Core Rulebook* 386); **Cantrips (2nd)** *inspire courage* (*Core Rulebook* 386)

Lion Blade Dedication Fluff fang never takes circumstance penalties for attempting to take a disguise of a different ancestry, age, and so on, as long as the disguised form is Small.

Other Abilities muse (polymath), signature spells (*sound burst*, *soothe*)

Ancestry Feat Harmlessly Cute (*Pathfinder Lost Omens Character Guide* 54)

Class Feat Lion Blade Dedication (*Pathfinder Lost Omens World Guide* 131), Versatile Performance

General Feat Feather Step

Skill Feats Multilingual, Read Lips, Shameless Request

POPCORN

No one is certain why a spirit of burning forests chose to possess the form of a leshy. Whatever the reason, the leshy's druidic creator expected her creation to have a sweet temperament to go alongside the colorful snapdragon plants that composed its body—what she got was a raging, temperamental troublemaker.

Eventually, the snapdragon leshy left her druid to seek her own way. More grouchy than dangerous, most reacted to her with a roll of the eyes; notably, she entered into a semi-serious feud with the local sprites, who considered her dramatic fits to be great entertainment. The sprites would allow themselves to be chased into trees, then throw fruits and vegetables and watch the furious leshy torch them. Kernels of corn became the favorite object of these games, and thus, the snapdragon leshy became known as "Corn Popper," and then, finally, as "Popcorn"—a nickname given to her by a particularly playful local pixie named Glimmer.

In time, Popcorn recognized her activities with the sprites as a game as well. She began to examine the things being tossed down at her and entertained herself by seeing how her flames would char and cook various foods. Though Popcorn had no interest in eating anything, she liked the different smells she created, noting that certain scents caused the sprites to drool and risk flitting down from the trees to snag a bite.

POPCORN

UNIQUE | CN | SMALL | LESHY | PLANT

Female leshy barbarian 3 (*Pathfinder Lost Omens: Character Guide* 53)

Heritage vine leshy

Background cook (*Advanced Player's Guide* 48)

Perception +8; low-light vision

Languages Common, Sylvan

Skills Acrobatics +6, Athletics +9, Cooking Lore +6, Crafting +8 (+9 to Craft food, drink, and potions), Intimidation +5, Nature +6, Survival +6

Str 18 (+4), **Dex** 12 (+1), **Con** 14 (+2), **Int** 12 (+1), **Wis** 12 (+1), **Cha** 10 (+0)

Items alchemist's fire (2), alchemist's tools, bottle of ground peppercorns, breastplate, jar of salted lemons, *minor healing potions* (2), oil (2), *+1 war flail*

AC 20; **Fort** +9, **Ref** +6, **Will** +8

HP 53

Speed 25 feet

Melee ❖ *war flail* +10 (disarm, sweep, trip), **Damage** 1d10+4 bludgeoning

Grasping Reach When you wield a melee weapon that requires two hands, doesn't have reach, and deals at least 1d6 damage, you can change between a typical two-handed grip and an extended two-handed grasp using an Interact action. Weapons wielded in your extended grasp gain reach of 10 feet. This grasp is less stable and powerful than a typical grip, reducing the weapon's damage die by 1 step.

Rage ❖

Other Abilities anathema (respects red dragons), deny advantage, instinct (red dragon)

Ancestry Feat Grasping Reach (*Pathfinder Lost Omens Character Guide* 54)

Class Feat Acute Scent, Acute Vision

General Feat Toughness

Skill Feats Alchemical Crafting, Seasoned (*Advanced Player's Guide* 209)

REACHING RINGS

When first created, Reaching Rings would rather ponder philosophy while resting comfortably on a tree. Eventually, their conversations with their creator, a gnome druid named Briboribix, stirred within them a desire for action. Perhaps if they helped Briboribix to battle other threats to the forest and prove himself to the forest's denizens, Briboribix could eventually serve as a mediator. With that, the pair set off for the northern reaches of the Verduran Forest on a mission to stamp out unnatural corruption and to drive off those who dare partake too deeply of the forest's bounties.

Unfortunately, one such mission claimed Briboribix's life, spurring Reaching Rings to retreat to quiet contemplation for a time. When they emerged from their meditations after decades of isolation, they wandered the forest in search of other places that might need their aid.

REACHING RINGS

UNIQUE | NG | SMALL | LESHY | PLANT

Nonbinary leshy rogue 3 (*Pathfinder Lost Omens Character Guide* 53)
Heritage fungus leshy
Background hermit
Perception +9; darkvision
Languages Common, Gnomish, Sylvan
Skills Acrobatics +9, Arcana +6, Athletics +5, Crafting +6, Forest Lore +6, Medicine +7, Nature +7, Occultism +6, Religion +7, Society +6, Stealth +11, Survival +7, Thievery +9
Str 10 (+0), **Dex** 18 (+4), **Con** 14 (+2), **Int** 12 (+1), **Wis** 14 (+2), **Cha** 10 (+0)
Items healer's tools, leather armor, *minor healing potions* (2), *+1 rapier*, repair kit, rope (100 feet), sack of rotten fruit (3), shortbow (20 arrows), shortsword, thieves' tools (3 replacement picks), 2 gp

AC 20, **Fort** +7, **Ref** +11, **Will** +9; +1 circumstance vs. emotion effects
HP 38
Recognize Spell ↻

Speed 25 feet
Melee *rapier* +10 (deadly d8, disarm, finesse), **Damage** 1d6+4 piercing
Melee shortsword +9 (agile, finesse, versatile S), **Damage** 1d6+4 piercing
Ranged shortbow +9 (deadly d10, range 60 feet), **Damage** 1d6 piercing
Twin Feint ❖❖
Other Abilities deny advantage, racket (thief), sneak attack 1d6, surprise attack
Ancestry Feat Undaunted (*Lost Omens Character Guide* 54)
Class Feat Trap Finder, Twin Feint
General Feat Toughness
Skill Feats Dubious Knowledge, Pickpocket, Quiet Allies, Recognize Spell

SACK OF ROTTEN FRUIT ITEM 1

UNCOMMON | CONSUMABLE

Price 3 gp
Usage Held in 1 hand; **Bulk** L
Activate ❖ Strike

Each of these unassuming sacks contains enough rotting fruit to provide a fungus leshy with 1 week's worth of rations, along with clusters of stones to help press out the fruit's juices. When you Strike a creature with a sack of rotten fruit, the sack is consumed while the creature takes 1d4 bludgeoning damage and must attempt a DC 15 Fortitude save. On a failure, the creature is sickened 1. The range increment of a thrown sack of rotten fruit is 20 feet.

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CRYSTALS AND CANDLEWAX
1 SQUARE = 5 FEET
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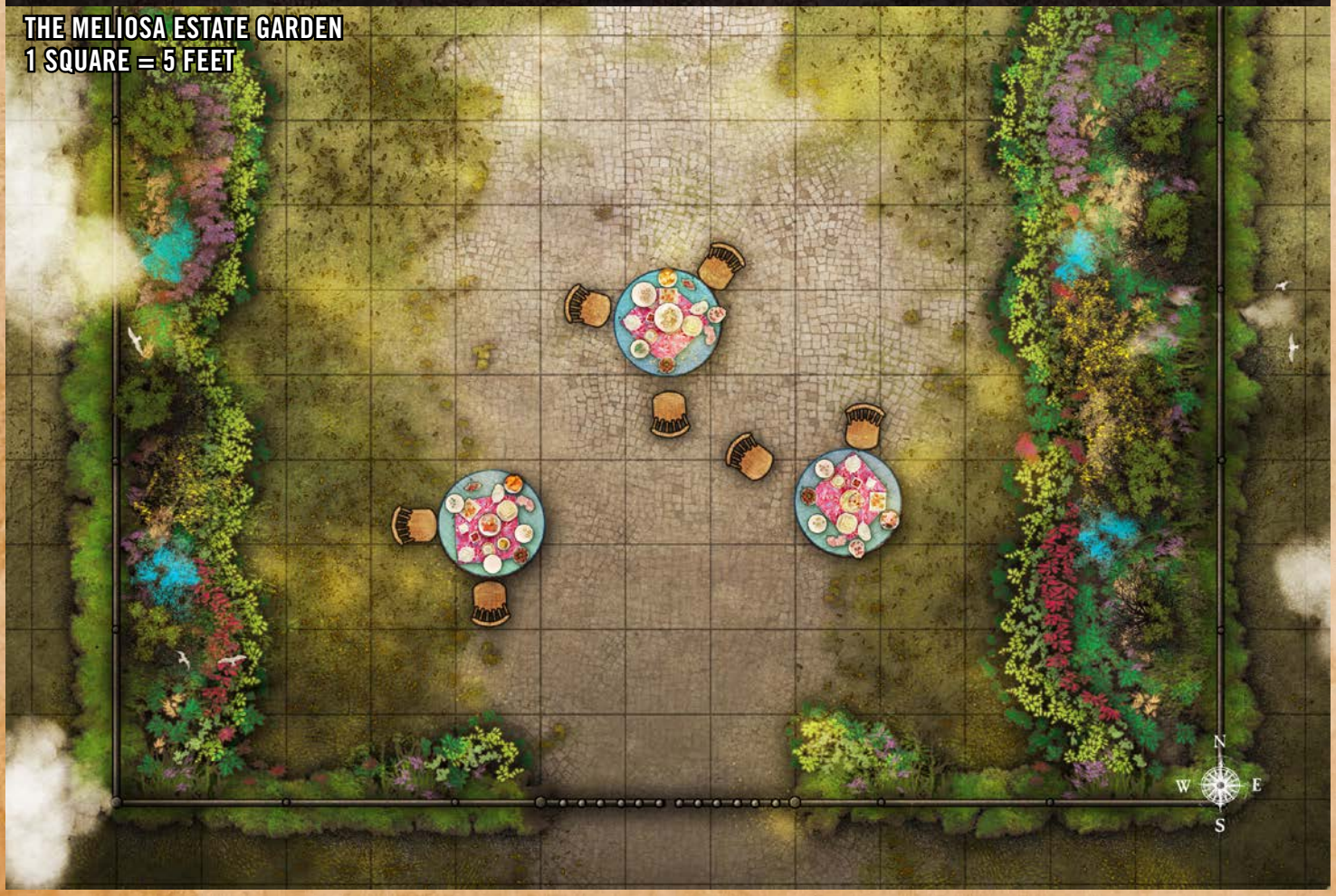
THE MELIOSA ESTATE GARDEN
1 SQUARE = 5 FEET
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BLOOM AND DOOM!

When a stuffy noblewoman decides that leshys make for pretty centerpieces for her fancy tea party, she has no idea what sort of trouble she's stirring up. Not every plant in the forest wants to be put on display, and some of them are more than well-equipped to fight for those who are plucked from their homes!

In *A Fistful of Flowers*, you take on the role of one of four unique leshys—plants who have been granted sapience and wills of their own. When new sproutlings are snatched out of the woods and taken away to civilization, it's up to your band of furious flowers and pugilistic plants to set things right!

A Fistful of Flowers is a short adventure for 3rd-level characters that takes a band of leshy heroes out of the forest and into that most dangerous of locations—an aristocrat's fancy tea party. In addition, the four pregenerated characters provide a quick way to jump into the adventure right away in this exciting offering for Free RPG Day! Grab some dice and some friends and play the role of the forest's newest heroes!

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